Intro to Flash® Assignment
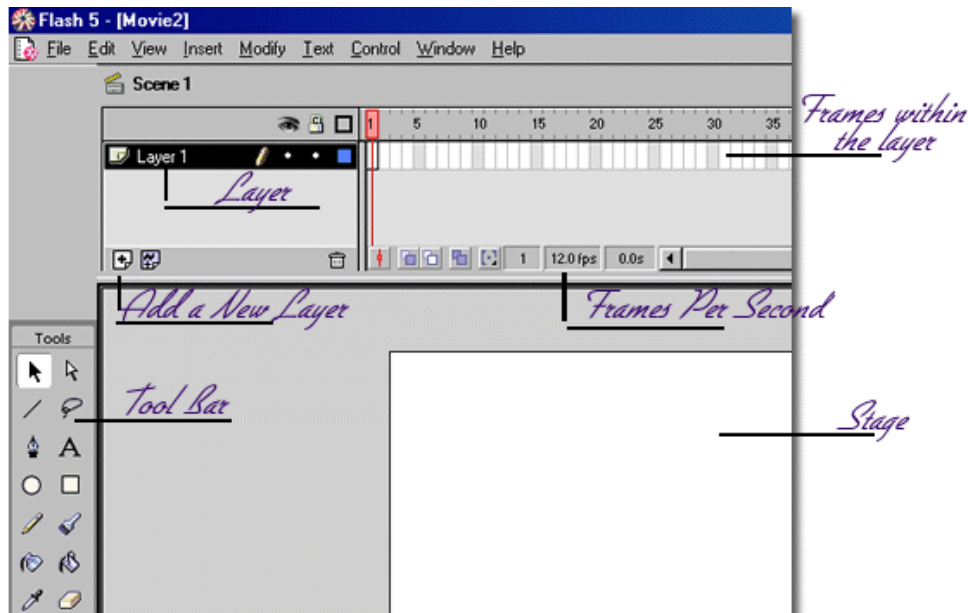### Using Flash MX® -or- Flash MX 2004®

Introduction

Understanding the basics of Flash is necessary at this point.

A diagram showing the Flash 5 interface with handwritten labels: "Frames within the layer", "Layer", "Add a New Layer", "Frames Per Second", "Tool Bar", "Stage".

A.   <u>Stage</u>   The Stage is where the objects (text and images) are visually placed.

b.   <u>Frames within a Layer</u>   Objects are added to the stage, within particular frames. The frames control the timing of objects displaying on the stage.

c.   <u>Layer</u>   The Layers are provided for you, to keep the objects separated for ease of creating the presentation.

d.   <u>Add a New Layer</u>   Adds an additional Layer to the Scene.

e.   <u>Tool Bar</u>   The Tool Bar provides tool choices to use when creating and modifying shapes, images, and text.

f.   <u>Frames Per Second</u>   The default setting for Frames Per Second is 12fps. To change the default setting, double click on the 12fps where shown.

g.   <u>.FLA versus .SWF</u>   As mentioned in the lesson, .FLA files are the files created when the Flash presentation is made. A SWF file is the completed file, embedded into the web page for viewers to watch and/or interact with.

2.   The Library: There are three types of symbols you can create within your Flash® projects. These types of symbols are stored within the *Library*:

a.   <u>Movie Clip</u> - - Select this type of symbol when you have a moving sequence you wish to add to a project (like the running man in the opening of the project you are creating)

b.   <u>Button</u> - - Select this type of symbol when you want to apply an action to the image (a sound when it is clicked, for instance)

     c.   <u>Graphic</u> - -   Select this type of symbol for still images

3.   To view the Library within Flash®, press [Ctrl] [L] on your keyboard -or- select *Window, Library* from the menu bar.

4.   You are recreating the cow and ball presentation that is displayed within the online lesson.

<div align="center">

<u>Instructions for Recreating the Cow and Ball - Flash MX® Movie</u>

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Adding Symbols to the Library

1.   With the Library open in a new Flash® document, click **File, Import to Library...**

2.   Import the *happycow.wmf* file you saved to the document. *Note: If you don t have a cow image, return to the online lesson and save the file.*

3.   The cow image should now display within the Library.

4.   You now need to add a ball, color is up to you, to the Library. To add a New Symbol, click the + sign at the bottom of the window:

5.   Select Graphic and name the symbol.
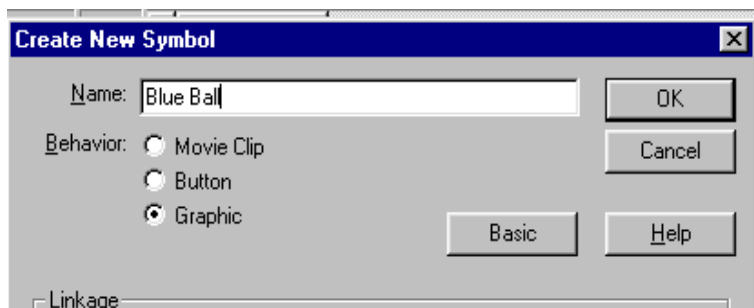
6.   After entering a Name and pressing [Enter] or clicking [OK], a new window will open where you can create the ball. **One of the biggest stumbling blocks students run into is keeping straight when they are editing a symbol and when they are modifying the main movie (by default named *Scene 1*). Here is the way to tell:

In the upper left corner of the new window, if the new symbol is listed next to *Scene 1*, you are editing the symbol. If just *Scene 1* is listed, you are editing the main movie. Important!

7.   Now that you are editing the first ball symbol, use the Oval tool to draw the ball. *Note: If the **Tools** bar isn t visible, click **Window, Tools**.*

8.   The color of the ball comes from the color next to the paint can at the bottom of the tool bar:
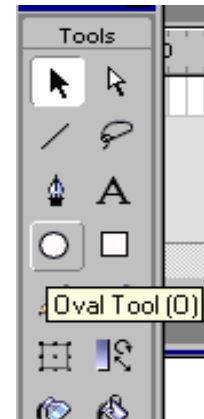
9.   Then duplicate the ball symbol by following these steps:
   a.   Within the Library, right click on the ball symbol and select **Duplicate**.
   b.   Give the new symbol a new name
   c.   Double click on the icon of the new symbol within the Library to edit it, and change the color of the new ball.
10.   Return to *Scene 1* before continuing.
11.   You should now have within your Library the following symbols: 2 balls (of different colors) and the image of the cow.

12.   Each symbol added to the movie should be in its own Layer. This step is very important to succeeding at this assignment.
13.   Single click on the 1st Frame of Layer 1 and Drag a ball to the stage.
14.   You want the movie to play for 5 seconds. Because the default timing is 12 FPS (Frames Per Second), you will need the movie to play for 60 frames. Therefore, right click on Frame 60 of the first layer and select ***Insert Keyframe***. A solid dot will display in Frame 60. The solid dot is termed a keyframe . If the dot is hollow, there is nothing in the frame (an empty keyframe).
15.   Rename *Layer 1* the color of the ball, something like Blue Ball . To rename *Layer 1*, double click on the name of the layer and retype a new name.
16.   Add a new Layer to the movie by clicking **Insert, Layer** or by clicking on the *Insert Layer icon*, located at the bottom of the list of layers*:*
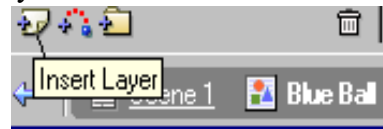
17.   Single click on the 1st Frame of Layer 2 and drag a ball to the stage. Notice that Frames 1 - 60 go gray, which means that the object in Layer 2 (the ball) will also stay on the stage for the 5 seconds (60 Frames)..
18.   Rename *Layer 2* the color of the ball, something like Green Ball. To rename *Layer 2*, double click on the name of the layer and retype a new name.
19.   Add another new Layer to the movie.

20. Single click on the 1st Frame of Layer 3 and drag the cow to the stage. Notice that Frames 1 - 60 go gray, which means that the object in Layer 3 (the cow) will also stay on the stage for the 5 seconds (60 Frames).
21. Rename *Layer 3*. To rename *Layer 3*, double click on the name of the Layer and enter a new name.

22. On one of the layers with a ball, insert 5 additional keyframes between Frames 1 and 60, within the Gray section.
23. Now click on the 2nd keyframe and then move the ball.
24. Then click on the 3rd keyframe and move the ball again.
25. Then click on the 4th keyframe and move the ball again.
26. Then click on the 5th keyframe and move the ball again.
27. Then click on the 6th keyframe and move the ball again.
28. If you added more than 5 keyframes between Frames 1 and 60, you will continue clicking and moving until you've done so for each keyframe.
29. The Tween the frames by right clicking your mouse between the keyframes and selecting: **Create Motion Tween**
30. Tween between each set of keyframes.
31. Right click on the last keyframe within the layer and also select: **Create Motion Tween**.
32. To test your movie, press [Ctrl] + [Enter]. You should see the ball fly around the screen while the cow and the other ball remain in one place.
33. Now add keyframes to the cow layer in exactly the same frames as the ball you just moved and tweened.
34. With the keyframes added to the cow layer, click on each keyframe within that layer and then move the cow on top of the ball within each keyframe. And tween the frames.
35. To test your movie, press [Ctrl] + [Enter]. You should see the ball fly around the screen with the cow riding on it. The 2nd ball will be sitting in one place while the other ball and cow fly around the screen.
36. To make the second ball fly around, add keyframes. Then click on each keyframe and move the ball. In this case, do not put the keyframes as the same place as the ball and cow layers.
37. Tween the frames of the 2nd ball Layer. To test your movie, press [Ctrl] + [Enter]. All three objects (2 balls and the cow) should be flying around the monitor, with the cow riding on one of the balls.

Receive Credit

To submit your assignment for credit, show your instructor your work.